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CLAIMS

1.   A method of allocating a player's contribution in a gaming apparatus between a plurality of games, the method comprising the steps of:

a) receiving a contribution from a user;

b) splitting the contribution into a number of parts in accordance with a predetermined ratio;

c) allocating at least one of the parts of the contribution to one of the games; and

d) modifying the predetermined ratio in response the measured performance of the gaming apparatus.

2.   A method according to claim 1 in which the measure of performance is the ratio of designed performance and the actual performance.

3.   A method according to claim 2 in which the performance is determined in dependence upon the ratio of the revenue of the gaming apparatus and the value of prizes paid by the gaming apparatus.

4.   A method according to claim 3 in which the modification of the ratio is proportional to the difference in designed performance and actual performance.

5.   A method according to any preceding claim in which the modified ratio I_n is determined in accordance with the formula:

$$I_n = I_{n-1} + \left[\frac{RTP - P/T}{Q} \right]$$

where RTP is the designed performance, T is the revenue, P is the total prizes and Q is a control variable.

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6.   A method according to any one of Claims 1 to 4 in which the modified ratio I_n is determined in accordance with the formula:

$$I_n = I_0 + \left[\frac{RTP - P/T}{Q} \right]$$

where I_0 is the base ratio, RTP is the designed performance, T is the revenue, P is the
5   total prizes and Q is a control variable.

7.   A method according to any preceding claim in which the predetermined ratio is modified periodically.

10   8.   A method according to any of claims 1 to 6 in which the predetermined ratio is modified in real time.

9.   A method according to any preceding claim in which the predetermined ratio is modified in response to the occurrence of non-time base criteria.

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10.   A method according to any preceding claim in which the predetermined ratio is modified within an upper limit.

11.   A method according to any preceding claim in which the predetermined ratio
20   is modified within a lower limit.

12.   Apparatus for allocating a player's contribution in a gaming apparatus between a plurality of games, the method comprising the steps of:

    a)   input means for receiving a contribution from a user;

25   b)   splitting means for splitting the contribution into a number of parts in accordance with a predetermined ratio;

    c)   allocating means for allocating at least one of the parts of the contribution to one of the games; and

    d)   control means operable in response to the measured performance of the
30   gaming apparatus to modify the predetermined ratio.

13.   Apparatus according to claim 12 in which the measure of performance is the ratio of designed performance and the actual performance.

14.   Apparatus according to claim 13 in which the performance is determined in dependence upon the ratio of the revenue of the gaming apparatus and the value of prizes paid by the gaming apparatus.

15.   Apparatus according to claim 14 in which the modification of the ratio is proportional to the difference in designed performance and actual performance.

16.   Apparatus according to any of claims 12 to 15 in which the modified ratio I_n is determined in accordance with the formula

$$I_n = I_{n-1} + \left[\frac{RTP - P/T}{Q} \right]$$

where RTP is the designed performance, T is the revenue, P is the total prizes and Q is a control variable.

17.   Apparatus according to any of claims 12 to 15 in which the modified ratio I_n is determined in accordance with the formula

$$I^n = I^0 + \left[\frac{RTP - P/T}{Q} \right]$$

where I_0 is the base ratio, RTP is the designed performance, T is the revenue, P is the total prizes and Q is a control variable.

18.   Apparatus according to any of claims 11 to 17 in which the control means is operable to modify the predetermined ratio periodically.

19.   Apparatus according to any of claims 11 to 17 in which the control means is operable to modify the predetermined ratio real time.